OLYMPUS PLAYTEST MANUAL UPDATE

These are official updates to the current version of the Olympus Playtest Manual (updated 12-8-09)

Points Cost Updates:

Mycenean Hoplite: 16 (was 19)

Mycenean Champion: 34 (was 38)

Mycenean Hero: 70 (was 76)

Spartan Hoplite: 16 (was 19)

Spartan Champion: 34 (was 38)

Spartan Hero: 70 (was 76)

Spartan Peltasts

Type:	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Hoplite	5	1	1	4	4	4	5	7	15
Champion	5	2	2	5	5	5	5	8	30
Hero	5	3	2	6	6	6	6	9	52
Equipment: All Peltasts come equipped with Light Armor, Normal Shield, Hand Weapon, and Javelins (total: 8 pts). They may not be equipped with additional weapons or armor.									

Special Abilities:

The Peltasts are an expert skirmishing unit, and therefore move and maneuver in a different manner to normal units, more like a group of independent characters.

On the Battlefield:

The Peltast Unit moves in the same manner as an Independent Character (see the “Characters” descriptions under each Command Counter description in the Orders section of the WarGods rulebook.) Thus, a Peltast unit can move x2 their normal Mv on a Fast Advance without being in the Column Formation. Movement distance is measured from the model furthest forward in the intended direction of movement. Just like Independent Characters, the Peltasts can move around minor battlefield obstacles without penalty (such an obelisk, pillar, tree, etc.)

Peltast models must be organized in a group such as this:

  X X X
X X X X
  X X X

Peltasts may not be arranged in a long, single line:

X X X X X
X X X X X

(Basically, the unit should be no more than 1 model wider than it is deep.)

If there is a character attached to the unit, the model should be placed in the very center of the unit.

Missile Fire:
The Peltasts may throw their Javelins according to the normal Fire of Opportunity rules. Line-of-site for the models in the rear ranks is not blocked by the models of their own unit, as the Peltasts are in an open formation and constantly moving. Thus, the entire unit us usually able to fire at a viable target, unless restricted by range or line-of-site obstacles other than their own unit.

Greek Chariots
Chariots in Olympus perform in the same manner as Aegyptus Chariots, with the following exceptions:

1. Olympus Chariots do not automatically come equipped with a Javelin Rack, but may purchase one for an additional 3 points.
2. The speed of an Olympus Chariot is 8/16. The Armor Rating is a 3. In all other respects, the Profile is the same.
3. Olympus Chariots may not be equipped with Chariot Runners.
4. If the Chariot is traveling at Fast Advance speed, Passing Attacks made by the Passenger receive a bonus of +1 to their Damage Modifier.

5. Champions and Heroes that begin the game as a Passenger in a Chariot may be equipped with Heavy Armor.

Additional Equipment:
Olympus Chariots may be equipped with the same options of additional equipment as in Aegyptus.

If equipped with the option of additional Chariot Armor, the Armor Rating is increased to 5 while the Chariot's Mv is reduced to 7/14.